

Graphic Format Lesson Plan

Concept to Teach

Using Interactive titles, students will create their own dictionary of graphic novel terms, and learn graphic novel sequencing. They will also have the opportunity to create their own comic strip.

Objectives

- The student will set a purpose for reading and acquire new vocabulary using an interactive book.
- The student will describe story elements, understand word meanings, and increase vocabulary.
- The student will employ a wide range of strategies as they use elements of the writing process.

Materials

- Dictionary of Graphic Novel Terms worksheet.
- A copy spread from a graphic novel book.
- Create a Graphic Novel worksheet.
- Multimedia computer(s) to display and listen to the interactive title.
- Title website: www.MyCapstoneLibrary.com.
- Graphic Novel template: http://www.stonearchbooks.com/sab/pdf/sab_SafeGNpgBW.pdf.
- (Optional) Interactive white board or projector.
- (Optional) A photocopy of a page within a graphic novel.
- Interactive titles in graphic novel format. Suggested titles include:

Attack on Pearl Harbor	Boston Tea Party	Creation of US Constitution
George Washington	Harriet Tubman	Helen Keller
Jackie Robinson	Lewis and Clark Expedition	Salem Witch Trials
Sinking of the Titanic	Adventures in Sound	Attractive Story of Magnetism
Illuminating World of Light	Exploring Ecosystems	Explosive World of Volcanoes
Lessons in Science Safety	Shocking World of Electricity	Journey into Adaptation
Understanding global warming	Understanding photosynthesis	World of Food Chains
Crash Course in Force and Motion	Investigating the Scientific Method	Earth-shaking Facts about Earthquakes
Backyard Bug Battle	Blast to the Past	Boy who Burped too Much
Day of the Field Trip Zombies	Dognapped	Super-Powered Sneeze
Night of the Homework Zombies	Ooze Slingers from Outer Space	Robot Rampage
Tiger Moth, Insect Ninja	Tiger Moth and the Dragon Kite Contest	Invaders from the Great Goo Galaxy

Procedure

Preparation

- 1) Print the Graphic Novel Terms worksheet – 1 per student.
- 2) Make copies of a spread of a graphic novel book, and cut apart the panels – 1 per student.
- 3) Print the Create a Graphic Novel worksheet – 1 per student or as needed.

Setup

- 4) Teach the elements and structures of graphic novels using the vocabulary listed below.
- 5) Ensure students know how to use the Interactive books.

Direct Instruction

- 6) Distribute the Graphic Novel Terms worksheet.

- 7) Tell the students that they will be creating their own dictionary of graphic novel terms as they read and find terms that they don't know.
- 8) The students will review an interactive graphic format title and complete their worksheet.
- 9) Distribute the cut-up pieces of a sample graphic novel spread and ask your students to put the panels together.
- 10) Ask your students: Why did you put them in this order? How important is the sequence of the panels to telling the story? Does the size of the panel vary? What would a larger panel/smaller panel indicate? Discuss.

Vocabulary

Teach the elements and structures of graphic novels by explaining the following:

- Speech bubbles or balloons represent the speech of a character.
- Thought bubbles or balloons represent the thoughts of a character.
- Captions contain information about a scene or a character and are generally used to establish the time and place of the story.
- Panels are squares or rectangles that contain text and illustrations from a single scene.
- Sound effects are visual sound clues such as “zonk” or “whoosh”
- Other things to know:
 - The letter ‘Z’ means the character is sleeping
 - Musical notes drawn into speech bubbles usually indicate singing
 - Light bulbs indicate an idea or solution to a problem.
 - A stormy cloud with lightning sticking out of it depicts anger.

Closure

Ask students to create a graphic novel by developing a story and using the directions on the Create a Graphic Novel worksheet. Have students share the graphic novels they created with the class.

Assessment

Have your students swap dictionaries once they are completed, and review their terms. You can also have a student discussion about what their favorite graphic novel elements are, and why those are the most important to them.

Extended Learning Activities

- 1) Ask students to define “Graphic Novels” by creating an acrostic poem.
- 2) Have students define other structures specific to graphic novels in their dictionary of graphic novel terms: scream bubbles, radio bubbles, whisper bubbles, and icicle bubbles, sound effects, a speech bubble with a single big question mark or exclamation mark.
- 3) Make a copy of a page of a graphic novel with the words in the speech bubbles taken out (using white out). Give the page to one student to fill in the first speech bubble and then pass it on to the next, who fills in the next speech bubble. You can use the template online.



Dictionary of Graphic Novel Terms

Use the following pages to create a dictionary of terms that define elements of a graphic novel, or terms in the graphic novel that are new to you.

Speech bubbles or balloons: _____

Thought bubbles or balloons: _____

Captions:

Panels:

Sound effects: _____

: _____

: _____

: _____

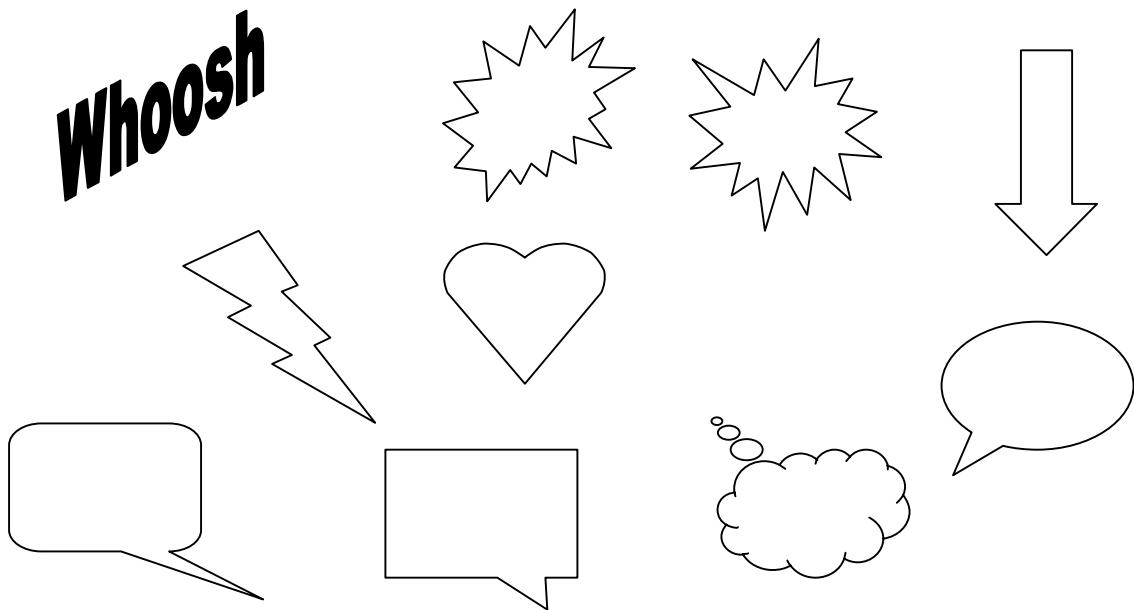
: _____

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Create a Graphic Novel

1. *Create characters:* choose either a fictitious character or take this opportunity to research a famous person in history (scientists, politicians, artists, etc.) and create a graphic novel explaining that person's significance in history.
2. *Develop a storyline:*
 1. What is the problem?
 2. How do the characters try to solve the problem?
 3. What is the resolution to the problem?
3. *Write and illustrate* a graphic novel page. Put several of the panels together to create a graphic novel. Add some of these shapes and effects:



Directions: Put several strips together to create a graphic novel

		Written by:

